DWeb Weekend 2025 / Sunday's Speaker List and Links

https://dwebseminar.org/weekend/ (https://dwebseminar.org/weekend/)

Talks

DWeb Without P2P Browsers: Bridging Protocols and People

Slides: https://hackmd.io/@akhileshthite/H1zl5tC_gl (https://hackmd.io/@akhileshthite/H1zl5tC_gl)
IPFS: ipfs://bafybeibbi2giy776tsouxy2q4do3sum7wwrzr5rdntp3oyueixb4jva7ji/DWeb%20Without%20P2P%20Browsers_%20Bridging%20Protocols%20and%20People.md (http://20People.md)
Github: https://github.com/p2plabsxyz/peersky-browser (https://github.com/p2plabsxyz/peersky-browser)

p2panda - Building blocks for p2p applications (Andreas Dzialocha)

Slides: https://wolke.adz.garden/s/nG5Aak72soRpyS4 (https://wolke.adz.garden/s/nG5Aak72soRpyS4)

Distributed programming with object capabilities

Join a little demo (requires a keyboard, no touch controls):

https://files.spritely.institute/embeds/goblinville/dweb.html (https://files.spritely.institute/embeds/goblinville/dweb.html)

Spritely's website: https://spritely.institute/ (https://spritely.institute/)

Goblins, Spritely's distributed programming library: https://spritely.institute/goblins/ (https://spritely.institute/goblins/)

Heart of Spritely whitepaper: https://files.spritely.institute/papers/spritely-core.html (https://files.spritely.institute/papers/spritely-core.html)

OCapN, the Object Capability Network: https://ocapn.org (https://ocapn.org)

Join the Spritely community forum: https://community.spritely.institute/ (https://community.spritely.institute/)

Talk with Spritely on IRC: #spritely on Libera.Chat

The AIGNE Framework: Open-Source AI for Privacy-Preserving Applications Target

Speaker: Matthew McKinney

Deck (https://docs.google.com/presentation/d/1CHTq7dIGTeNmKuTtqIXZhFxVZ7WIusZjMTX02PMJlhU/edit?usp=sharing)

AIGNE (https://www.aigne.io/en), the agentic ecosystem for AI apps

Why is Collaborative Data Hard? (Is it?)

Speaker: Matthew Weidner

Links:

- Slides (https://docs.google.com/presentation/d/14OPcFukHwV-nUNa7MDmQoXx-w2Rawh2U4njRjsoASAY/edit?usp=sharing)
- Architectures for Central Server Collaboration (https://mattweidner.com/2024/06/04/server-architectures.html)
- Library for collaborative text per-character IDs (https://github.com/mweidner037/articulated)
- Key Agreement for Decentralized Secure Group Messaging with Strong Security Guarantees (https://eprint.iacr.org/2020/1281)

Chelonia: End-to-End Encryption For Every App

Speaker: Greg Slepak

- Protocol: Shelter Protocol (https://shelterprotocol.net)
- Non-profit: okTurtles Foundation (https://okturtles.org)

- Example app: Group Income (https://groupincome.org)

Breakout Room 1

Holochain apps on Moss: (Eric Harris-Braun)

https://theweave.social/wal?weave-0.14://invite/9ef6004e-23fd-47e7-a81a-30c8bf147119&progenitor=null (https://theweave.social/wal?weave-0.14://invite/9ef6004e-23fd-47e7-a81a-30c8bf147119&progenitor=null)

Breakout Room 2

Leveraging distributed networks of trust to accelerate equitable philanthropy

Speaker - John Gonzalez & Miriam Njeri

Presentation: https://docs.google.com/presentation/d/1pRunh8Rq5oTT72tyj01GrEOmAo-56SgZ4DjbTpO9N64/edit?usp=sharing (https://docs.google.com/presentation/d/1pRunh8Rq5oTT72tyj01GrEOmAo-56SgZ4DjbTpO9N64/edit?usp=sharing)

Example App: https://live.linkedtrust.us/feed (https://live.linkedtrust.us/feed)

From Conflict free to Conflict Resolution: A case for a BFT distributed database

Speaker - Santiago Bazerque

Slides: PDF (https://www.hyperhyperspace.org/A%20case%20for%20a%20BFT%20distributed%20database.pdf)

Breakout Room 3

Webrtc & Games

Speaker - Srayan Jana (@ValorZard)

email - srayan.jana@outlook.com (mailto:srayan.jana@outlook.com)

link to slides - https://docs.google.com/presentation/d/1gzmWLt4zXDzD5Q1VNwTqw_Fv9MAXIDxOgh2m-JYiVdo/ (https://docs.google.com/

presentation/d/1gzmWLt4zXDzD5Q1VNwTqw_Fv9MAXIDxOgh2m-JYiVdo/)

- how to use WebRTC datachannels for multiplayer games
  peer to peer fighting game netcode
- https://arstechnica.com/gaming/2019/10/explaining-how-fighting-games-use-delay-based-and-rollback-netcode/ (https://arstechnica.com/gaming/2019/10/explaining-how-fighting-games-use-delay-based-and-rollback-netcode/)
- https://andrea-jens.medium.com/i-wanna-make-a-fighting-game-a-practical-guide-for-beginners-part-5-f049a78ddc5b (https://andrea-jens.medium.com/i-wanna-make-a-fighting-game-a-practical-guide-for-beginners-part-5-f049a78ddc5b)
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Chelonia: End-to-End Encrypted Apps for All

Test group:

https://testing.groupincome.org/app/join#?groupId=zLDXeQ2AgfCuVu6GXUeg2aG7sx481VWtve1FjQRp5w66TifPLFvj7q9R&groupName=DWeb+Cabal&secret=["edwards25519sha512batch"%2Cnull%2C"k1b56ohaY03olTS42FqRaFofA75Q1rWh8rLA6%2Bk6%2FZtKfg9Gh5sxYcr%2Fl71o%2Bt3NQYRRw1gywKEwRmrlclxWdg%3D%3D"] (https://testing.groupincome.org/app/join#?groupId=zLDXeQ2AgfCuVu6GXUeg2aG7sx481VWtve1FjQRp5w66TifPLFvj7q9R&groupName=DWeb+Cabal&secret=%5B%22edwards25519sha512batch%22%2Cnull%2C%22k1b56ohaY03olTS42FqRaFofA75Q1rWh8rLA6%2Bk6%2FZtKfg9Gh5sxYcr%2Fl71o%2Bt3NQYRRw1gywKEwRmrlclxWdg%3D%3D%22%5D)